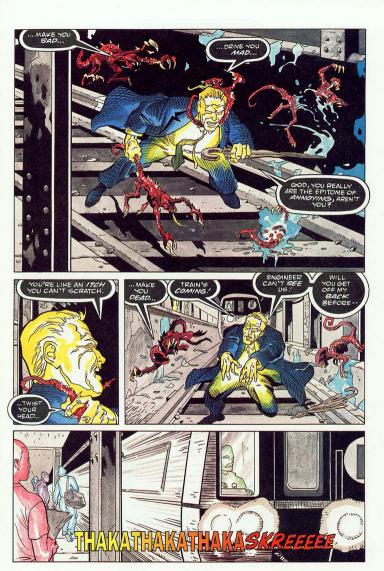




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CALM DOWN, MICHAEL -- BEFORE YOU SAY SOMETHING WE'LL BOTH REGRET.

SORRY, THEA, BUT MY WORK IS IMPORTANT TO ME. I WON'T HAVE IT DENIGRATED
BY SOME TWO-BIT MAXWELL
PERKINS.





















HOW MUCH WORSE CAN THIS







































































































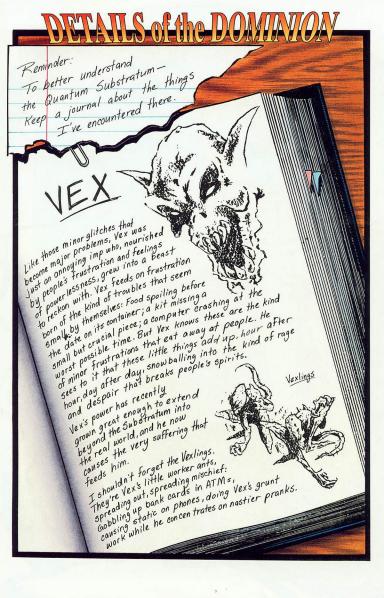








Next Issue: Glimmer finally meets...THE PURIT





**DEFIANT** welcomes your comments.

Please address all mail to: Letters to the Editor DEFIANT 232 Madison Avenue New York, NY 10016

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## Dear DEFIANT,

Just a quick note to say I enjoyed DARK DOMINION #5. This title is holding as my favorite of the DEFIANT line. Highlights for me: 1) The parents arguing. Michael disappears, argument stops, Michael reappears. Implied demon-bashing used more effectively than if it had been shown! 2) The revelation of the small door. Things like this send chills up my spine.... They're not outright frightening, just creepy.

Joe James really does an outstanding job on this book. I enjoy his art very much. Great work all around, and I'll see va next issue.

> Defiantly yours, J. David Clarke Arlington, TX

Dear Mr. Shooter, I have been reading DARK DOMINION since issue #0. I believe it is one of the most original stories to ever be published in the comic industry, and I thank you for that. Lately, the companies that have provided illustrated enjoyment for years seem to have just given up. The plots are consistently based on the fact that a hero is created, he meets a villain, beats up the villain, end of story. You would think that after a short while, readers would stop buying these books due to sheer boredom.

What I have found in your book is a simple man, Michael Alexander, thrust into a world he could never have comprehended as existing alongside ours. At times it's hard to even distinguish hero and villain. which makes DARK DOMIN-ION even more interesting to read. I have always been a fan of parapsychology, but you have taken it to a new level of horror and adventure. I cannot seem to recall any other title having demon creatures that feed on human emotions and sometimes force these emotions out of humans to satisfy their hunger. What a concept.

Some of the characters I

want to learn more about are Galahad and Oak. From the character cards you had in DARK DOMINION #0, they seem like the "knights of the round table" that Alexander's "King Arthur" character would need to conquer the Ouantum Plane, I don't make this comparison because of Galahad, but because it occurred to me that Alexander's quest to tame the Quantum Plane parallels King Arthur trying to make the world a better place to live in. Both of them see past the screen that seems to cover all of our eves and can identify the evil that must be destroyed to brighten our future.

Thank you again for a wonderful story, and I look forward to your future projects.

> Sincerely, Nicholas M. Bryla Fort Carson, CO

Dear Editor

from the Substratum: Today, Wednesday, March 2nd, two days after laving my hands on DARK DOMINION #5, entitled "Things That Go Bump in the Night," something almost uncanny happened: the 1991 Christopher Reeve movie "Bump in the Night" was shown on Danish television. In this movie, a kid who prays for "no monsters under the bed or things that go bump in the night," is abducted by one of those very "things" (in this case, a child molester). Furthermore, in the movie one character mentions that when she's drunk, she sees a monster looming over her bed. And later, another character says that in her drunkenness she sees demons.

Does this sound familiar? I wouldn't be surprised if Jim Shooter got the idea for the entire DARK DOMINION setting from this movie (which even takes place in Manhattan). The story in DARK DOMINION #5 seems to directly pay tribute to the above movie-maybe Len Wein watched it recently? Could you please confirm or deny whether these points

have merit? Not that I'm blaming Jim if indeed he did get the idea from this movie; what came out of the rip-off, namely DD, is a much better idea than the story which inspired it!

I have never been a particularly big fan of the horror genre, and one of the reasons for this is that I am not frightened by most of the things that happen in the comics or movies of this genre. However, the one thing that has always been able to really terrify me is the sound of a child crying coming from nowhere. I'm not sure why, but this is just about the most eerie thing I've ever seen or heard. Knowing this, you can imagine that I was not untouched by this issue's story. I hope the monsters get what's coming to them next issue; they certainly deserve a good flogging for what they've done to innocent children through the ages. And the creatures of the Substratum definitely fit my definition of "monsters"!

All in all, however, I didn't think the story in DD #5 was quite as captivating as last month's masterpiece (which would, admittedly, be difficult to top). I hope Mule will eventually be back?

Tue Sorensen Copenhagen, Denmark

Obviously, Tue, the sage who once said, "There are no new ideas under the sun' was right. To our knowledge, neither Jim Shooter nor Len Wein or any of the other folks who've been working on DARK DOMINION ever saw or even heard of that Christopher Reeve movie. Perhaps great (or near-great) minds do think (almost) alike! And you haven't seen the last of Mule, either....

Dear Editor,

This series is hot! With each new issue, the conflict between Glimmer and Chasm darkly deepens. With each proceeding chapter, the Dark Dominion is portrayed as an

almost tangible evil in and of itself. Scary stuff, kids. But then again, that is exactly what DEFIANT devotees have come to expect. As the DEFIANT Universe emerges, I am amazed at how this new comics line continues to improve month after month. Not only have you presented some of the most unique concepts and characters, but it is also readily apparent that though this company may indeed be young, it is being lovingly and intelligently crafted by a small cadre of experienced professionals and some very promising newcomers.

I would like to take this opportunity to thank the powers that be at DEFIANT for the slow and thoughtful manner in which you are teasingly unfolding your new universe. You are to be highly commended for not oversaturating a very crowded market with your comics. To date I have tremendously enjoyed each and every issue of DARK DOMINION and WARRIORS OF PLASM. The stories and characters are some of the freshest and most entertain ing on the stands today. The artwork and every visual aspect of these mags is cutting-edge, and your #0 issue card sets have made collecting the DEFIANT characters a pure joy. And will wonders never cease, all of your books even ship on time month after month. So good luck on the grand epic you have just begun. This is one reader who will definitely, and defiantly, be along for the long run.

Peace from the desert, Bill D. Middleton Clovis, NM

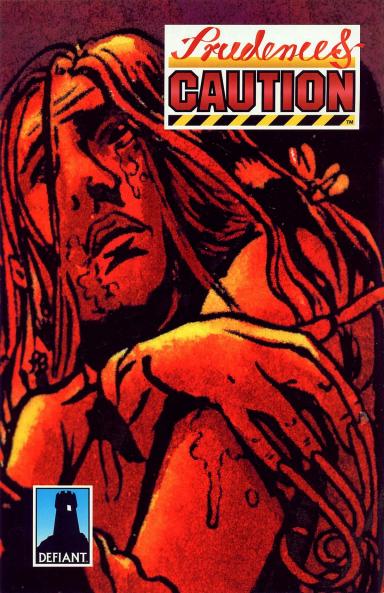
Dear Jim Shooter and Company, I can hardly even begin to describe the way I feel about DARK DOMINION #5, which, especially after two issues of slightly less qualify than usual, once again fully restored my faith in this book and its seemingly endless

potential. Fresh from last issue's conclusion to the first chapter in the life of Michael Alexander, "Things That Go Bump in the Night" served as a smooth segue into the next multi-part saga, introducing several new supporting characters as well as intriguing new antagonists such as the evil Lurk. Besides that, we also got to see the introduction of the Puritan and his young child, Judah, whom surely will cross paths with Glimmer in the not-too-distant future.

The way this issue's story is built up is truly amazing. From the way Michael feels sorry for Rachel Cooper, a young mother who's dying to get her missing daughter back but thinks he can't help her. to the scene in which he discovers there is actually a whole lot more to the situation than meets the eve. Glimmer's quest for Sarah in the Quantum Substratum is well-paced, with a lot of suspense, enhancing the overall mystery feel this book has sported since its inception a few months back. All in all, a great job on this issue!

Final thing: I like the way you tend to base almost every new antagonist on a human feeling, as it adds new depths to the tale. Remembering how I myself used to be scared of a big monster who, I was sure, was living underneath my bed at night, I feel it's great to see things like that explained in combination with the Quantum Substratum. Great job so far, guys. Keep it up!

Defiantly, Olav Beemer Zeist, The Netherlands







## JIM SOUTH CHIEF

Jack Kirby died last week.

I worked with him at Marvel for several years, and got to know him a little. He was a professional and a genuinely nice man. He was also the King of our craft, one of the greatest creative forces of the twentieth century. His work will ever inspire, awe, and amaze us, and ever bring fondly to mind the genius and the gentleman.

I'd like to correct a major oversight. Two of the artists who did spectacular work on *THE DARK DOMINION* Zero Issue trading card set inadvertently were left out of the credits—inkers Keith Wilson and Grey. Sorry, guys.

A lot of people have been asking me if I'm leaving DEFIANT to go to Image. Rumors are everywhere, especially since Extreme Studios ran an ad in the trades that said: "Rob Liefeld/Jim Shooter/Youngblood '94."

Well, here's what's really going on....
Rob Liefeld is the only original
Image creator who I didn't know
from my Marvel days. The others all
worked for Marvel when I was
Editor-in-Chief there, but Rob started working at Marvel shortly after I
left. I met him for the first time at
Wonder-Con in April 1993 in an elevator. A few months later, when we
were both doing an appearance at a
retail store in Anaheim, where



Extreme Studios is located, we had breakfast together. I asked Rob if he'd mind "guest-starring" in *THE GOOD GUYS #1*. He agreed, and then he told me that I was one of his favorite writers and asked if I'd do a story with him someday. Sure.

After THE GOOD GUYS #1 came out, Rob called me to tell me how much he'd enjoyed it. He also asked if I'd write a storyline for Youngblood and offered to do some work for DEFIANT in return—sort of a crossover of creators as opposed to characters.

I'm pretty busy. So's Rob. But there's something about the idea that appealed to me instantly. I said yes, and agreed to work out details later. Rob asked if I'd mind if he started promoting the event. No problem, said I. Hence, the rumorstarting trade ad.

A long time ago, I worked with George Pérez on the Avengers at Marvel, and I think we were a pretty good combination. The power in George's art brought out my best. Power is, of course, the essence of Rob Liefeld's work—thundering, crackling, extreme power. Nobody does it better.

This is going to be fun.
Watch for announcements.

Defiantly,

Jim Shooter

**FYM** 











## EU POIGATUNITOR

The first time I met Joseph A. James-my first day on the job at DEFIANT-I thought we'd never be friends. He had been hired a few weeks before me (as Production Coordinator) and was using the office I was told would be mine. When I moved in, Joe was forced to relocate to the DEFIANT bullpen. and it caused some bad feelings between us. We were brusque with each other for a couple of weeks, only interacting when we absolutely had to. But as time passed and we got to know each other better, we finally realized our anger was the product of an unfortunate misunderstanding, and we became good friends.

I wholeheartedly agreed with Deborah Purcell that Joe was the perfect choice when DEFIANT was searching for a penciler for DARK DOMINION—and everyday for the past six months, my respect for his talents has grown by leaps and bounds. As well as being one of the best artists around. Joe is a master of comic book production. He can do it all, which brings me to the point of this column: When Joe James signed up to pencil DARK DOMINION, he realized that it was at best a temporary position-eventually he would have to make a choice between becoming a full-time freelance artist (if he wanted to keep drawing the book) or staying on staff. He knew he couldn't continue burning the candle at both ends: during his tenure on DARK DOMINION, he was only getting a few hours of sleep each night. So, after weighing the pros and cons of both jobs, Joe decided to give up the Dominion (after issue #5) and

But fear not! For those of you who can't get enough of Joe's artwork, we have some good news: Joe James will be creating an original

keep his staff position here.

DARK DOMINION poster, and penciling an upcoming DARK DOMIN-ION Graphic Novel and a brand-new version of DARK DOMINION #0 (which will be published in comic book format only)!

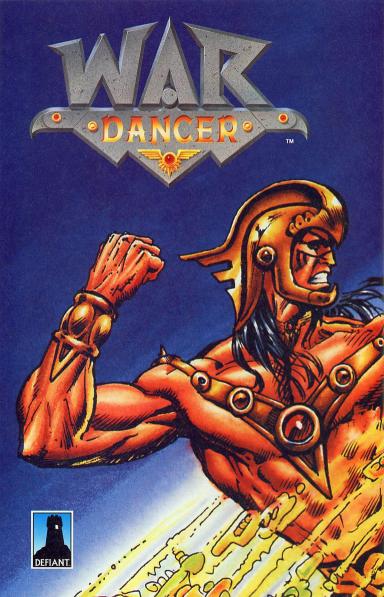
And because of the devastating effects the Winter of '94 has had on much of the Northeast (roads have been closed for days, and Fed-Ex hasn't been able to deliver packages on time, which has slowed down our creative process), we've decided to split up the next few issues of DARK DOMINION between two artists. Louis Small, Jr. (best known for his stunning work on Vampirilla), and J. G. Jones (a hot new artist Jim Shooter discovered at the February Great Eastern Convention in New York City) will alternate penciling the next few adventures of Michael Alexander to help us remain on schedule.

The heavy snowstorms have taken their toll on our *GOOD GUYS* series as well, so Alan Kupperberg will pencil and Keith Wilson will ink a two-part storyline (in issues #6 and #7) to give our regular creative team a breather.

Speaking of our regular creative team, the work that Greg Boone and Mike Chen have been doing on this book has been phenomenal! If you missed their initial collaboration on issue #5, check out issue #8. I'm sure you'll agree, Mike's inking terrifically complements Greg's dynamic drawing. Just like the rest of us here at DEFIANT, both artists are positively determined to take you beyond the imaginary limits!

Ed Polguly







## THE ULTIMATE ARCADE JAM COMES HOME!

